

ABSTRACT OF THE DISCLOSURE

A video/computer game machine is disclosed that maps external images onto animated game players in a game program. An image of a person's face may be mapped onto the head of an animated game player. The person may then play the game using the animated game player having a face that appears to be that of the person. Similarly, images of other persons can be mapped on other animated game players that appear in the video game program.

Accordingly, the invention improves the realism of video games by enabling individuals to create animated game players that have features, e.g., a facial image, of the individual or that were selected and imported by the individual.